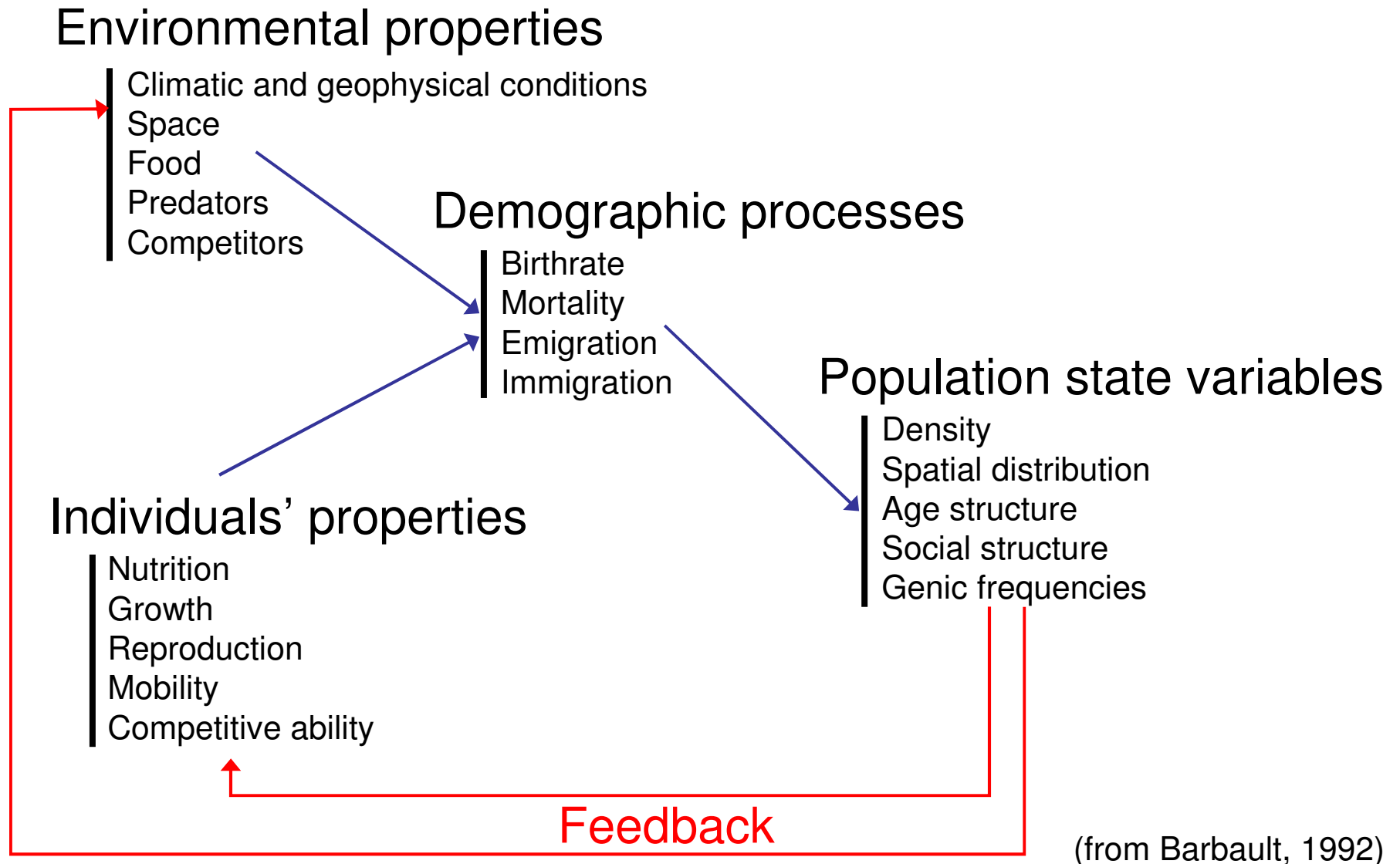


Cellular automata

Individual-based modeling

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Individuals/Environment/Population



Mathematical models of population dynamics

Mean field models

- The state variable is one number
- Density, frequency, biomass, etc.

Age or stage structured models

- The state variable is a vector (matrix models)
- Density in each age class (Leslie)
or life-stages (Lefkovich)

Individual based models

- The state variable is a vector of individual states

Approaches of complex systems

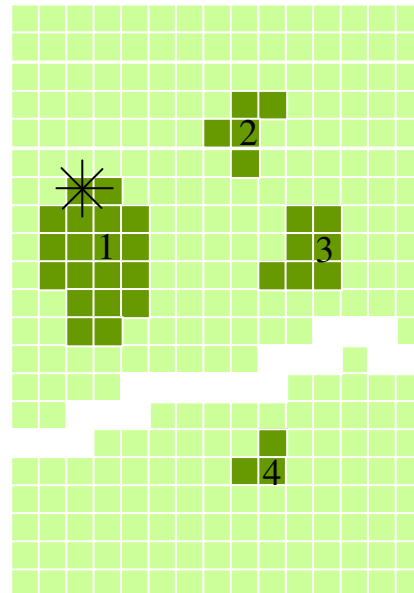
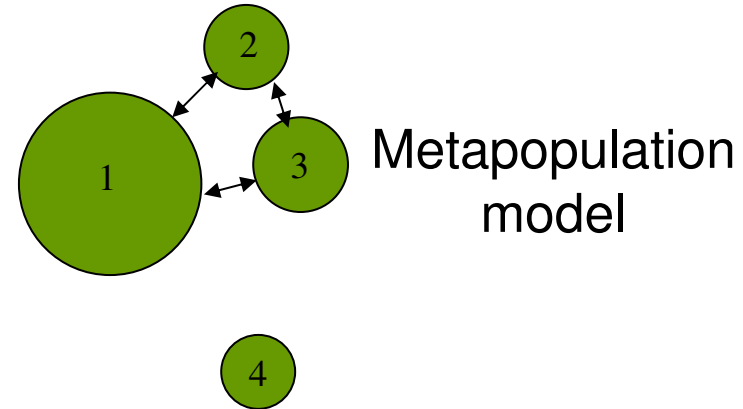
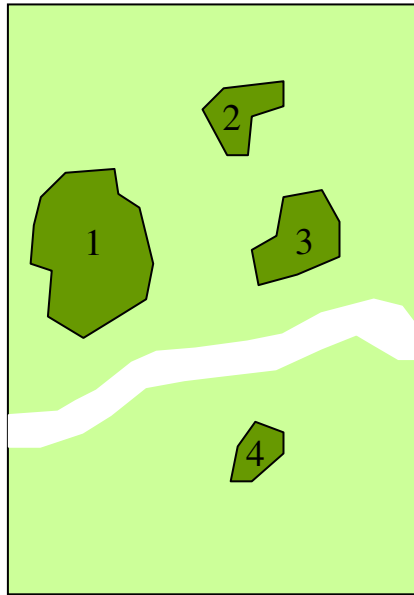
- **Analytical**
element by element
(neo-classical economy, plot, individual, etc.)
- **Holistic or systemic**
global behaviour of the system
(macro-economy, statistics)
- **Constructivist**
articulation between individual behaviours
of the elements (local) and the global
behaviour of the system (global)

Mathematical vs. simulation-based approach

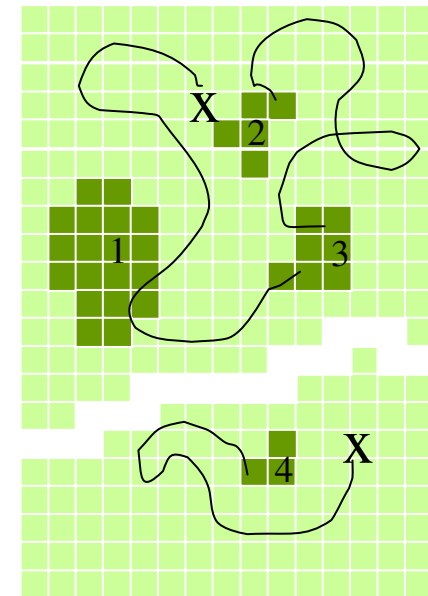
Criteria	Analytical	Simulation-based
Spatial environment	homogeneous	heterogeneous
Demographic stochasticity	unimportant	important
Rare events	unimportant	important
Biological and/or environmental discontinuities	unimportant	important
Number of individuals	large	small
Biological complexity	simple	complex

(from Gross et al., 1992)

Spatially-explicit & individual-based simulation of population dynamics



Cellular automata

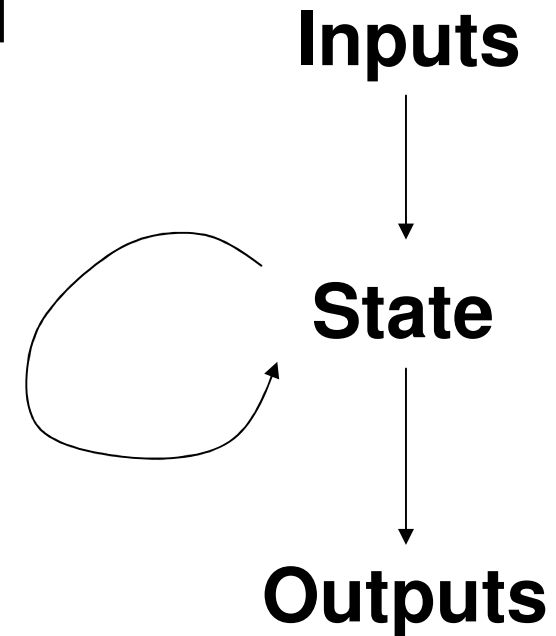


Individual-based model

Cellular automata

Automaton

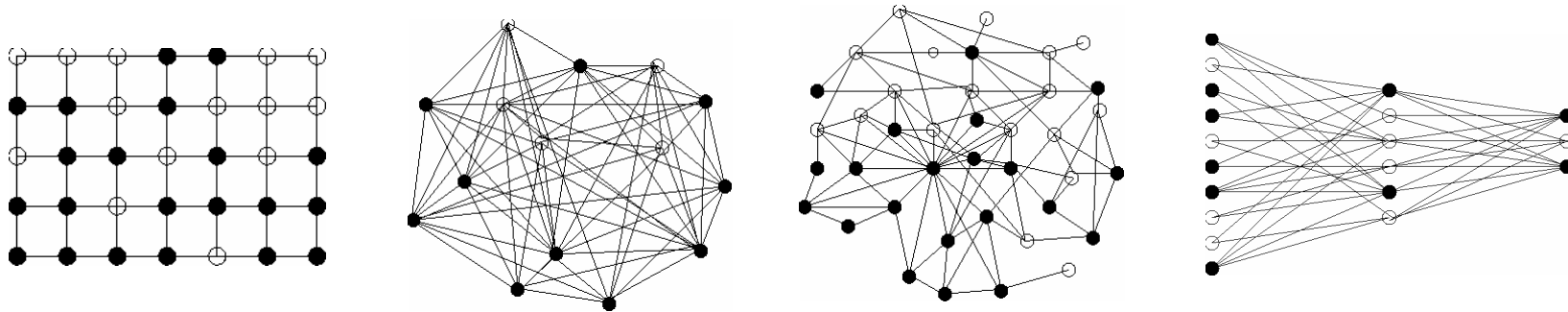
- A set of inputs
- A set of states
- A transition function
- A set of outputs



T	Input	State	Output
0	Nothing	Waiting	Menu
1	Ask coffee	Waiting	Menu
2	Nothing	Need = 2	Menu
3	Nothing	Need = 2	Need 2€
4	1€ coin	Need = 2	Need 2€
5	Nothing	Need = 1	Need 2€
6	Nothing	Need = 1	Need 1€
7	1€ coin	Need = 1	Need 1€
8	Nothing	Need = 0	Need 1€
9	Nothing	Waiting	Coffee
10	Nothing	Waiting	Menu

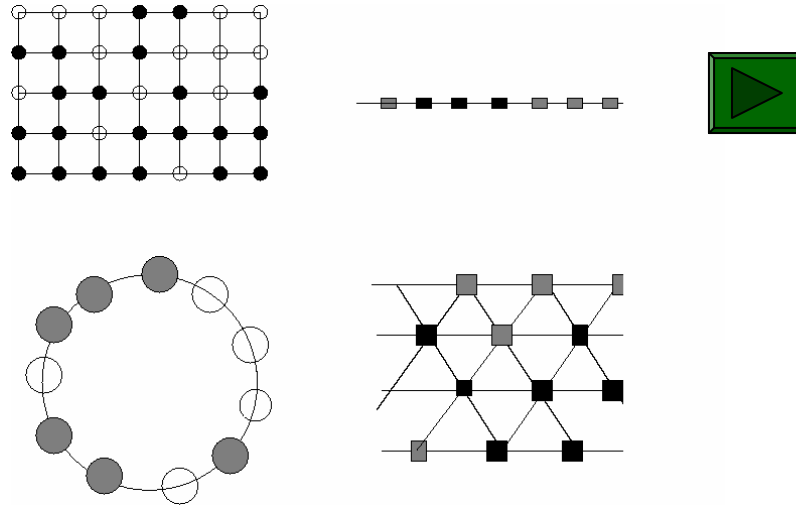
Network of automata

- A group of automata, the inputs for some are outputs for others
- Architecture: regular, total connectivity, random, layered



Cellular Automata

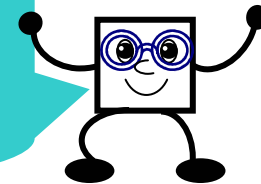
- ✓ Regular architecture



- ✓ Uniform and discrete transition function
- ✓ Synchronous and deterministic functioning

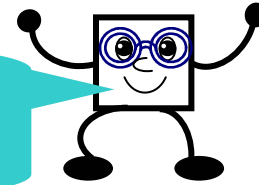
The Game of Life

In the *Game of Life* proposed by John Conway, cells states (alive -> green; dead -> grey) are changing according to their own state and the states of their 8 neighboring cells



1 [green]	2 [green]	3 [grey]	4 [green]
5 [green]	6 [grey]	7 [grey]	8 [grey]
9 [green]	10 [green]	11 [grey]	12 [grey]
13 [grey]	14 [green]	15 [grey]	16 [green]

Look at cell #10
and at its 8 neighboring cells



1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

As for any alive cell, we need to consider this rule:

- (i) it cannot survive to a too wide isolation
(less than 2 alive neighbors),
- (ii) it will also be killed by a too strong concentration
(more than 3 alive neighbors)

Oh! Cell 10 has exactly
3 alive neighbors!

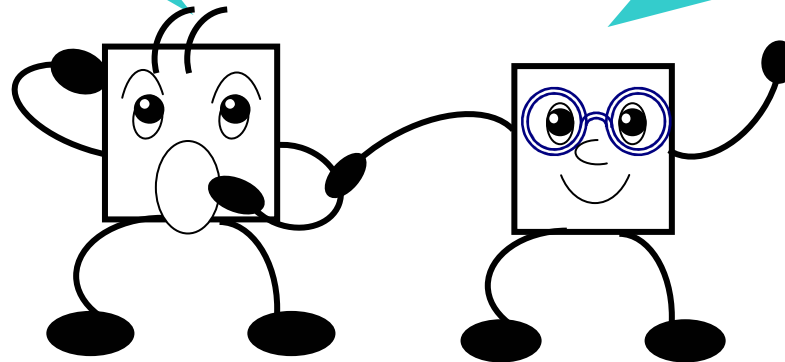
5	6	7
9	10	11
13	14	15

Right, so next step it will still
be alive!

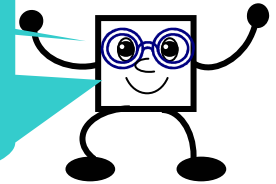
5	6	7
9	10	11
13	14	15

Next step

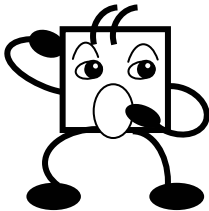
5	6	7
9	10	11
13	14	15



Well, birth supposes
a certain gathering of population...
In the "Game of Life" this has been set to
exactly 3 alive neighboring cells...



It is dead!
Does it have any chance
to become alive?



1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16

Great! Cell 7 has exactly
3 alive neighbors!

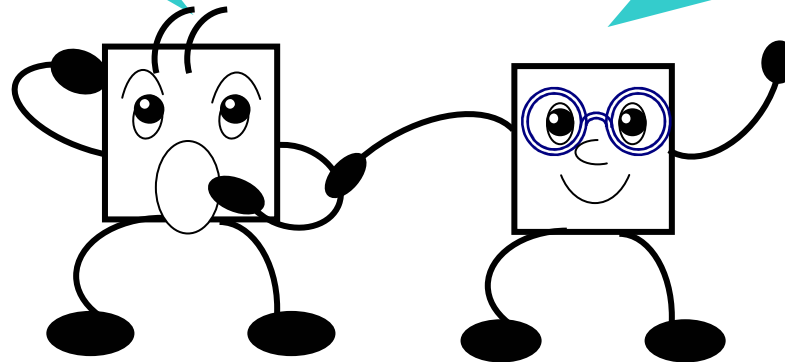
2	3	4
6	7	8
10	11	12

Right, so next step it will
become alive!

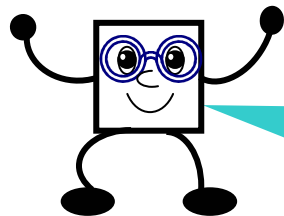
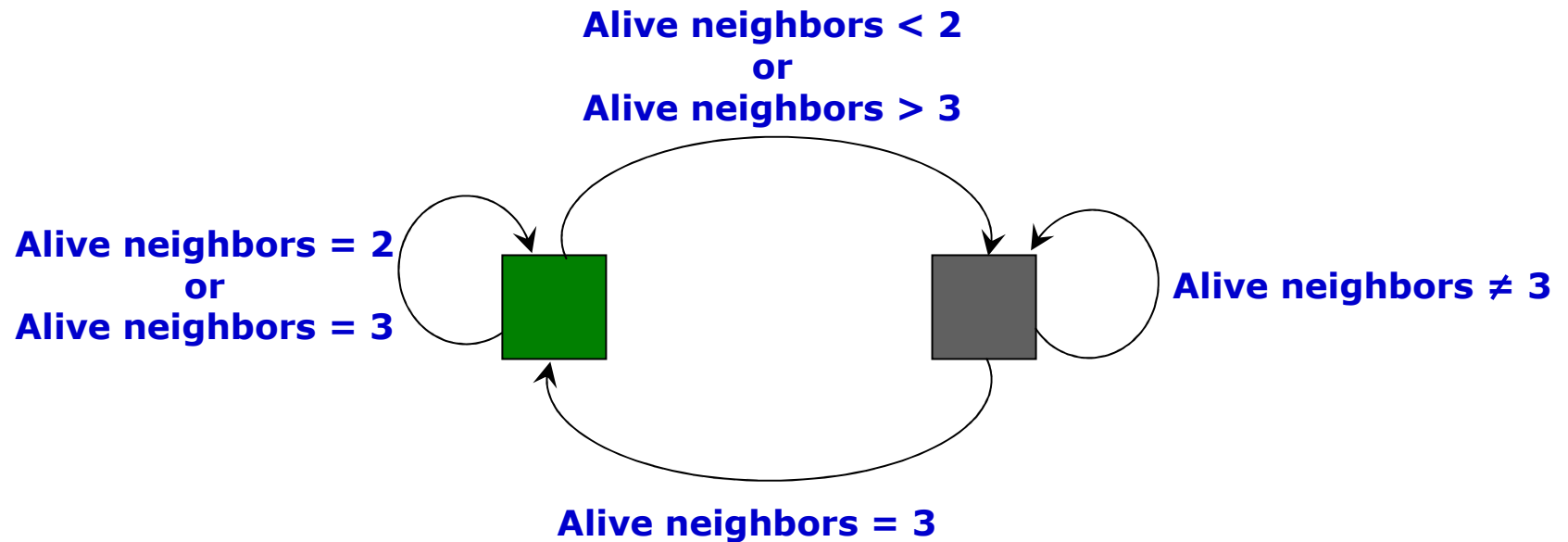
2	3	4
6	7	8
10	11	12

Next step

2	3	4
6	7	8
10	11	12


















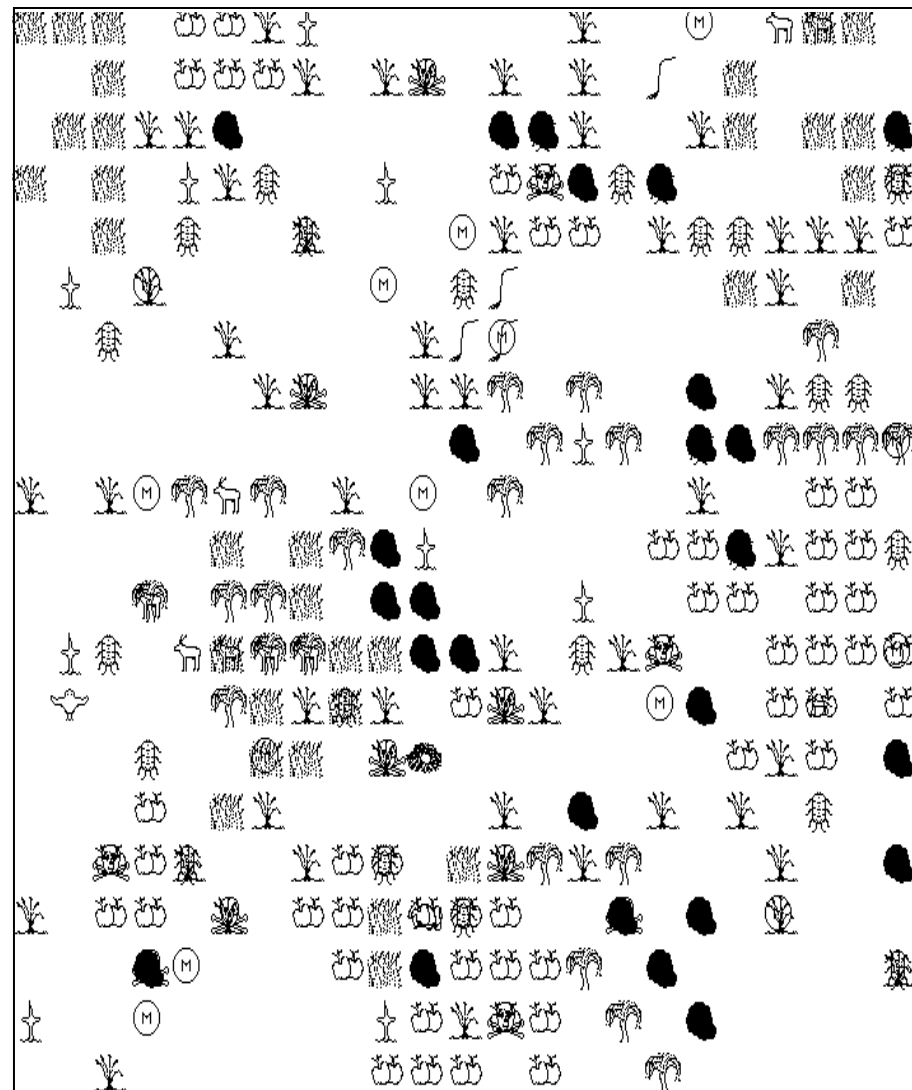
Summary of rules (transition function)



These rules have to be applied to all cells in the same way to determine next generation

Individual-based modeling

-  - water source
-  - toxic food or water source
-  - cover
-  - shade
-  - dangerous place
-  - landmark
-  - cereal type food
-  - fruit type food
-  - den
-  - irrelevant animal (just needs avoiding)
-  - mate
-  - predator (type 1)
-  - predator (type 2)
-  - prey
-  - animal whose behaviour is being modelled



(from Tyrrell, 1993)

Dog rabies

Mathematical approach vs simulation-based approach

Transitions between rabies classes
set of 3 coupled, first-order, non-linear differential equations

$$dS/dt = aS - S(\beta I + b + \gamma N) \quad (1)$$

$$dL/dt = \beta SI - (\sigma + b)L - \gamma NL \quad (2)$$

$$dI/dt = \sigma L - (\alpha + b)I - \gamma NI \quad (3)$$

Dog rabies

Mathematical approach vs simulation-based approach

Density of dogs and persistence of rabies

Basic reproduction of rabies in the dog population

$$R_0 = \sigma\beta S / ((\sigma + a)(\alpha + a)) \quad (4)$$

Threshold density of dogs required for rabies transmission

$$K_T = (\sigma + a)(\alpha + a) / \sigma\beta \quad (5)$$

➡ When the density of dogs is below K_T , rabies cannot persist in the population

➡ Vaccination strategies should be related to density of dogs

Dog rabies dynamics

Mathematical approach vs simulation-based approach

Vaccination

$$dV/dt = \varphi S - bV - \gamma NV \quad (5)$$

$$dS/dt = a(S + V) - S(\beta I + b + \varphi + \gamma N) \quad (1)$$

Comparison of vaccination rates per year

Comparison of yearly vs twice yearly vaccination coverage

Dog rabies dynamics

Mathematical approach vs simulation-based approach

Rates per year (population) -> simulated events (individuals)

$$dS/dt = a(S + V) - S(\beta I + b + \varphi + \gamma N)$$

$$dL/dt = \beta SI - (\sigma + b)L - \gamma NL$$

$$dI/dt = \sigma L - (\alpha + b)I - \gamma NI$$

$$dV/dt = \varphi S - bV - \gamma NV$$

Spatial heterogeneity

Types of dogs

Home-owned

Community-owned

Stray

Vaccination strategies